Advanced Interdiction [23.4.4]

		Interdiction Value						
Terrain	Marsh/Flat	1,2	3,4*	5,6				
	Rough/Flat Woods/Rough Woods		1,2	3,4*	5,6			
	Highland/Highland Woods			1	2,3*	4,5	6	
	Mountain/High Mtn.				1	2,3*	4,5	6
Die Roll	≤ –2	1	1	2	2	2	2	2
	–1	1	1	1	2	2	2	2
	0	1	1	1	1	2	2	2
	1	–	1	1	1	1	2	2
	2	–	1	1	1	1	1	2
	3	–	–	1	1	1	1	1
	4	–	–	–	1	1	1	1
	5	–	–	–	–	1	1	1
	6	–	–	–	–	–	1	1
	≥ 7	–	–	–	–	–	–	–

Interdiction DRMs:
+/– Pilot Skill
–2 High Mountain
–1 Attack Helicopter
+? SAM/AAA Result
+1 Jungle
+2 If Unit was attacked by Interceptors

Note: * use this column for HQ/Arty

Results:
2: Hex receives an "Interdiction Strike 2" marker
1: Hex receives an "Interdiction Strike 1" marker

Electronic Detection [21.3]

Die Roll	non-Allied	Allied
≤ 2	D	D
3	–	D
4	–	D
≥ 5	–	–

Electronic Detection DRMs:
–1 if AWACS Advantage "3" or "4"
–1 PRC/RU (if non-Allied)

Notes:
Clear/Overcast Weather:
Each Side: 3 attempts; +1 per nation which intervenes on that side [NWK/NWT/NWIP/NWV]; 6 attempts [NWP]
Storm Weather: –2 attempts per side

Result:
D: Target is detected. Place a "Detected" marker on the Target.

Deliberate Damage [27.2.1]

Die Roll	Result
≤ 1	Destroyed
2–3	Strike 2
4–7	Strike 1
≥ 8	–

Deliberate Damage DRMs:
–2 Friendly Division in or adjacent
–1 Friendly Bde/Rgt in or adjacent
–2 Friendly HQ within Support Range (not Supreme HQ)
+3 Enemy unit in hex

Repair [27.9.1/27.9.2]

Supply Points	SAM	AAA	Det.	Airbase/Airfield/Port
2	1	–	1	Flip Destroyed to Strike 2
4	–	1	–	–

Note: Spend Supply Points (up to 4 on Air Defense Tracks)

Collateral Damage [27.7.4]

Die Roll	Strike vs. Airfield			Strike vs. Airbase			vs. Attack Helos		
	1	2	X	1	2	X	1	2	X
≤ 0	Air	Air*	Air*	Air, Am Pt	Air*, Air Am Pt	Air*, Air Am Pt	Step	Elim	Elim
1	Am Pt	Air	Air*	Air, Am Pt	Air*, Am Pt	Air*, Air Am Pt	Step	Step	Elim
2	–	Am Pt	Air	Air	Air, Am Pt	Air*, Am Pt	–	Step	Step
3	–	–	Am Pt	Air	Air	Air, Am Pt	–	–	Step
4	–	–	–	–	Air	Air	–	–	–
5	–	–	–	–	–	Air	–	–	–
6	–	–	–	–	–	Air	–	–	–
≥ 7	–	–	–	–	–	–	–	–	–

Collateral Damage DRMs:
+1 Hardened Airbase
–2 Destroyed by Nuclear Strike

Results vs. Attack Helicopters:
Step: The attack helicopter loses one step
Elim: The attack helicopter is eliminated

Note: A die roll is made vs. *each* attack helicopter per strike result at the damaged/destroyed Airbase/Airfield.

Results:
Air: *Owning* player chooses one step loss from an air unit in the basing box attacked.
Air*: *Enemy* player chooses one step loss from an air unit in the basing box attacked.
Am Pt: One of the attacked side's Airmobile Points is permanently Destroyed.

Note: Some results (vs. Airbases) are multiple. These are *cumulative*. Thus, a die roll of "0" for Strike Result of "X" vs. an Airbase results in *two* steps of air units (one step chosen by each player) *and* one Airmobile Point permanently lost.

Automatic Victory [12.2]

Die Roll	Number of Times Rolled (incl. current)			
	1	2–3	4–5	≥ 6
0	Victory	Victory	Victory	Victory
1	–	Victory	Victory	Victory
2–3	–	Victory	Victory	Victory
4	–	–	Victory	Victory
5	–	–	–	Victory
≥ 6	–	–	–	–

Automatic Victory DRM:
+1 per Allied Controlled Hanoi hex [NWV only]

Emergency Supply [19.6]

Die Roll	Ground Unit	HQ
≤ 2	Supply	Supply
3–5	Supply	–
≥ 6	–	–

Result:
Supply: Unit/HQ is resupplied. Remove Out of Supply marker.

Important: Only one resupply attempt PER unit/HQ is allowed during each Emergency Resupply Phase.

Advanced Game Tables

NEXT WAR: POLAND

Special Operations Forces CRT [20.0]

Terrain	RAID 1	RAID 2	RAID 3	RAID 4	RAID 5	RAID 6	RAID 7	Detection/SAMs/Theater Weapons	RECON 1	RECON 2	RECON 3	RECON 4	RECON 5	RECON 6	TARGETING
Flat/Rough/Marsh	HQ/Supply Depot	Installation/Naval	Helo/Airfield	MSU							HQ/SAM	Supply Depot	MSU/Ground Unit		
Flat Woods/Rough Woods	Interdiction	HQ/Supply Depot	Installation/Naval	Helo/Airfield	MSU					HQ/SAM	Supply Depot	MSU/Ground Unit			
Highland/Highland Woods		Interdiction	HQ/Supply Depot	Installation/Naval	Helo/Airfield	MSU			HQ/SAM	Supply Depot	MSU/Ground Unit				
Mtn./Urban/any Jungle			Interdiction (not Urban)	HQ/Supply Depot	Installation/Naval	Helo/Airfield	MSU		HQ/SAM	Supply Depot	MSU/Ground Unit				

Die Roll

Die Roll	R1	R2	R3	R4	R5	R6	R7	Det.	RC1	RC2	RC3	RC4	RC5	RC6	Targeting
≤ 0	1	2	2	X	X	X	X	–2	D	D	D	D	D	D	T
1	1	1	2	2	X	X	X	–2	D	D	D	D	D	D	T
2	–	1	1	2	2	X	X	–1	–	D	D	D	D	D	T
3	–	–	1	1	2	2	X	–1	–	–	D	D	D	D	T
4	–	–	–	1	1	2	2	–1	–	–	–	D	D	D	T
5	–	–	–	–	1	1	2	–	–	–	–	–	D	D	–
6	–	–	–	–	–	1	1	–	–	–	–	–	–	D	–
7	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–
≥ 8	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–

Raid DRMs:

–1 Storm
–1 vs. Bridge
–1 hex contains City
+1 vs. Naval unit
+1 if occupied, but by less than 1 brigade/regiment*
+1 vs. SAM or Theater Weapon
+2 if occupied by at least 1 brigade/regiment*

* Occupied means by a ground unit with an Attack Strength greater than zero.

Results:

X: Unit step loss, Installation Destroyed
2: Place Strike 2 marker on Unit, Installation, or hex
1: Place Strike 1 marker on Unit, Installation, or hex
D: Target is Detected. Place Detection marker
T: Targeted. Place marker as indicated on the SOF counter.
Any 1, 2, or X result against a Helo causes a Step Loss.

SOF Survival [20.3]

Die Roll	Result
≤ 6	–
≥ 7	Eliminate

SOF Survival DRMs:

–3 Strategic Surprise (Initiative Player GT 1 only)
–2 Tactical Surprise (Initiative Player GT 1 only)
–2 US/UK
–1 Non US/UK Allied
+1 Raid
+2 Interdiction Raid (not cumulative w/Raid)

Lt. Inf. Infiltration [16.1]

DRM	Light Infantry is infiltrating...
–2	Mountain, Highland, Highland Woods, or any Jungle
–1	In Overcast or Storm
+1	Fortification
+2	Flat or Rough

Supply Ranges [19.1]

Source	Range in MP
In-Supply Mobile Supply Unit (MSU)	4
Parent In-Supply HQ	4
Beachhead	4
Airbase/Airfield Supply	4
Urban hex (in friendly country)	6
Port [NWT,NWV]	6
Map Edge hex [NWIP, NWP, NWV]	6
Supply Depot	8

Isolated Effects [19.7.2]

Attack, Defense, Movement are halved (rounded down; minimum of 1). Assess Strike effects before Isolated effects.

If also OoS, all effects apply, but a value can only be halved once. Isolated HQs have 0 Combat capabilities and cannot modify ADF.

May not receive Replacements.

May Surrender [19.7.4]

Out of Supply Effects [19.5]

x½ Attack & Movement (round up)
–1 Efficiency Rating
No movement in Elite Reaction or Exploitation Segments
Airmobile class units cannot use intrinsic airmobile movement
HQ/Artillery no combat capability recovery
HQ no ADF DRMs
No Replacements

Article 5 Entry DRMs [NWP GSR 17.2.1]

Formula: +/– Article 5 Entry DRM [GSR 17.2.1] + Current GT + Scenario Specific Article 5 DRM

–3 Non-Allied ground units have not entered Poland
-1 Strategic Surprise
+0 Tactical Surprise
+1 Extended Buildup
+1 Non Polish/Baltic/US ground unit has taken a step loss
+1 Non Polish/Baltic/US air unit damaged or eliminated or a NATO Airbase is attacked by SOF Raid or any type of Strike
+3 Non-Allied Controls Bornholm and/or mines North Sea/Bornholm Basin connection

Roll at the start of the Reinforcement & Replace Phase. If modified roll 11+, mark this GT as first turn for NATO Reinforcements [GSR 8.1].

Theater Weapon Targets [26.0]

Cruise Missiles: Installations, Airfields, Beachheads; detected Supply Depot, Supreme HQ, Artillery, or Naval Unit; Air Defense Tracks (DET and SAM); and Theater Weapon Markers.
Ballistic Missiles: Installations, Airfields, detected Supply Depot, detected HQ.

Advanced Detection [24.0]

Die Roll	Detection									
	Local	0–1	2–3	4	5	6	7	8	9	10
≤ 0	D	ED	ED	ED	ED	ED	ED	ED	ED	ED
1	D	D	D	ED	ED	ED	ED	ED	ED	ED
2	D	D	D	D	D	ED	ED	ED	ED	ED
3	–	–	D	D	D	D	D	ED	ED	ED
4	–	–	–	D	D	D	D	D	D	ED
5	–	–	–	–	D	D	D	D	D	D
6	–	–	–	–	–	D	D	D	D	D
7	–	–	–	–	–	–	D	D	D	D
8	–	–	–	–	–	–	–	–	D	D
≥ 9	–	–	–	–	–	–	–	–	–	–

Note:
All Transport Missions and non-Standoff Strike missions undergo AAA fire. If Detected, the AAA occurs before the mission is resolved, otherwise it occurs after the mission.

Detection DRMs (apply each only once):
- −1 Target/Landing hex is within 2 hexes of or same Land Area as Detecting player's HQ
- −1 Attack Helicopter/Airmobile Movement passed through Detecting player's occupied hex or Land Area
- −1 vs. Attack Helicopter (Local Detection only)
- −1 if Transport Mission Landing/Pickup hex is in EZOC
- +1 per Wild Weasel unit included in mission
- +1 vs. Transport/Paradrop/Combat Support Mission
- +1 Mission hex in Mountain/High Mountain hex
- +1 Overcast
- +1 vs. Cruise Missile [NWSS2 Optional]
- +3 Storm
- +5 vs. Mission composed solely of "Stealth" units

Additional DRMs if rolling side has AWACS Advantage (does not apply to Local Detection) [NWT PRC may only apply in East China Sea, Taiwan Straits, and South China Sea]
- −3 if AWACs Advantage is "4"
- −2 if AWACs Advantage is "3"
- −1 if AWACs Advantage is "2"

Results:
- **ED:** Early Detection. Mission may be attacked by Interceptors and SAMs.
- **D:** Detection. Mission may be attacked by SAMs. If Naval Detection, then mission may be Intercepted.
- **— :** No Detection

Advanced Air Defense Fire [24.5/24.6]
CIWS always fires before Cruise Missile or Air Strike.

Die Roll	SAM 0–1	SAM 2	Local SAM 3–4	SAM 5–6	SAM 7	SAM 8	SAM 9	SAM 10	Local AAA 0–1	AAA 2	AAA 3	Die Roll
≤ 0	A	A	X	X	X	X	X	X	+2	A	X	≤ 0
1	+1	+2	A	A	A	X	X	X	+1	+2	A	1
2	+1	+1	+2	A	A	A	A	X	+1	+2	A	2
3	–	+1	+1	+2	+2	A	A	A	–	+1	+2	3
4	–	–	+1	+1	+2	+2	A	A	–	+1	+2	4
5	–	–	–	+1	+1	+2	+2	A	–	–	+1	5
6	–	–	–	–	+1	+1	+2	+2	–	–	+1	6
7	–	–	–	–	–	+1	+1	+2	–	–	–	7
8	–	–	–	–	–	–	+1	+1	–	–	–	8
9	–	–	–	–	–	–	–	+1	–	–	–	9
≥ 10	–	–	–	–	–	–	–	–	–	–	–	≥ 10

DRMs for SAM Fire:
- −1 If target/landing hex is within 2 hexes of or same Land Area as an enemy HQ
- −1 vs. Attack Helicopter that flew over enemy units (not including target hex)
- +1 Overcast
- +1 vs. Cruise Missile [NWSS2 Optional]
- +2 per Wild Weasel unit that is part of Strike
- +3 Storm
- +3 vs. Stealth Unit

DRMs for AAA Fire:
- −1 vs. Attack Helicopter
- −1 Naval Unit AAA/CIWS Fire (USN Naval Units receive additional −1 DRM for CIWS)
- −1 vs. Transport Mission (Airmobile, Air Transport, Paradrop)
- +2 Overcast
- +3 vs. Stealth Unit
- +4 Storm

Results:

...vs. Air/Helicopter Units:
- **X:** Air unit/attack helicopter loses one step and may continue mission.
- **A:** Air unit/attack helicopter aborts mission. Owning player may attempt to "press" on with mission. Roll one die: "0–4" step loss, "5–9" +2 on the mission.
- **+1,+2:** Air unit/helicopter must add the number as DRM to the ensuing Strike (for Combat Support, this # is subtracted from the unit's CS Rating).
- **—:** No effect (other results eliminate Aerial Mining).

...vs. Aerial Mining/Transport Mission (Airmobile/Air Transport/Paradrop):
- **X:** The mission takes a step loss AND (if an Airmobile Point is providing transport) one Airmobile Point is permanently lost.
- **A:** The mission is returned to its starting hex. Aborted Airmobile Points are used.
- **+1,+2:** Treat as Aborts.
- **—:** No effect (other results eliminate Aerial Mining).

CIWS: "X" and "A": No effect on Stand-off Air Units; Strike or Cruise Missile misses.

Advanced Air Combat [22.6.5]

Die Roll	\u2265 +4	+3	+2	+1	0	\u22121	\u22122	\u22123	\u2264 \u22124
Air Combat Differential (Attacker - Target)									
≤ –2	X	X	X	X	X	X	DA	DA	A
–1	X	X	X	X	X	DA	DA	A	Ad/D
0	X	X	X	X	DA	DA	A	Ad/D	—
1	X	X	X	DA	DA	A	Ad/D	Ad/D	—
2	X	X	DA	DA	A	A	Ad/D	—	—
3	X	DA	DA	A	A	Ad/D	—	—	—
4	DA	DA	A	A	Ad/D	Ad/D	—	—	—
5	DA	A	A	Ad/D	Ad/D	—	—	—	—
6	A	A	Ad/D	Ad/D	—	—	—	—	—
7	A	Ad/D	Ad/D	—	—	—	—	—	—
8	Ad/D	Ad/D	—	—	—	—	—	—	—
9	Ad/D	—	—	—	—	—	—	—	—
≥ 10	—	—	—	—	—	—	—	—	—

Results:

...vs. Aerial Mining/Transports/Paradrops:
- **X:** Mission is destroyed (All Steps)
- **DA:** Mission is Damaged (one Step Loss) and Aborted (return to starting hex)
- **D:** Mission is Damaged (one Step Loss) but continues mission
- **A:** Mission is Aborted (return to starting hex)
- **Ad:** Treat as either "D" or "A" (moving player's choice)
- **—:** No effect (other results eliminate Aerial Mining)

...vs Air Units:
- **X:** Target is destroyed (All Steps)
- **DA:** Target is Damaged (one Step loss) and Aborted. Return to "Abort" box of basing box/carrier.
- **D:** Target is Damaged (one Step loss)
- **A:** Target is Aborted. Return to "Abort" box of basing box/carrier.
- **Ad:** Applies instead of "D" result during Long-range and Stand-off attacks. This result gives the firing unit Advantage (first shot) in the ensuing Stand-off or Dogfight combat. Rotate the defender 180° (i.e., tail to the enemy aircraft).
- **—:** No effect

Long Range DRMs:
+2 Strike or CS Aircraft firing
+3 Storm

Reminder: Stealth aircraft can't be attacked by Long Range or Stand-off fire.

Stand-Off DRMs:
–1 Attack vs. (#) or 0 Air to Air Strength
+1 non NATO/JPN/RU/PRC
+2 Strike or CS Aircraft firing
+3 Storm

Dogfight DRMs:
+/– Pilot skill
–1 Attack vs. (#) Bomber
+1 Overcast
+2 Strike or CS Aircraft firing
+3 Storm

Advanced Strike [17.3/18.2.2/18.6.1/23.4/26.1.2]

Terrain / Die Roll	1	2	3	4	5	6	7	8	9
Strike Value									
Marsh/ Flat			1	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5-6	SCUD/ Missile	Cruise
Flat Woods/ Rough/ Rough Woods		1	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5	6	SCUD/ Missile	Cruise
Highland/ Highland Woods	1	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5	6		SCUD/ Missile	Cruise
Mountain	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5 SCUD/ Missile	Cruise	6			
Urban	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5 SCUD/ Missile	Cruise	6			
Air Defense Tracks	2	3 Cruise	4	5-6	Wild Weasel				
Hardened Target †/ Naval Unit	2 All HQ/ Arty All Helo	3	4 SCUD/ Missile Naval 1	5 Cruise Naval 2	6 Naval 3				
≤ –2	1	1	2	2	X	X	X	X	X
–1	1	1	1	2	X	X	X	X	X
0	1	1	1	1	2	X	X	X	X
1	1	1	1	1	2	2	X	2	X
2	—	1	1	1	1	2	2	2	2
3	—	1	1	1	1	1	2	1	2
4	—	—	1	1	1	1	1	1	1
5	—	—	—	1	1	1	1	1	1
6	—	—	—	—	1	1	1	—	1
≥ 7	—	—	—	—	—	—	—	—	—

Strike DRMs:
–2 Target hex is overstacked
–2 vs. High Mountain
-1/–2 vs. "Targeted –1/–2" Unit/Installation
–1 Russian Rocket Artillery
+/– Pilot Skill
+? SAM/AAA Result
+1 AH-1Z Wild Weasel Strike [Optional]
+1 non-US Cruise Missile Strike (not Naval Surface Combat)
+1 If Striking HQ is reduced-strength
+1 Ground unit in City/Fortification/Jungle hex
+2 vs. Bridge or Beachhead
+2 If Unit was engaged by Interceptors
+2 Theater Weapon Busting Strike Mission
+2 For all AIR strikes in Overcast weather
+2 EA-18G From North Sea
+3 vs. Enemy AAA Track
+3 Air, HQ, or Arty Strikes in Storm Turn
+3 Stand-off Air vs. Leg Mobility Class unit

Vs. Naval (cumulative with above)
–2 Cruise Missile/Naval or Air Strike/Submarine Sortie vs Naval Unit in non-North Sea At Sea/Inshore/All-Sea hex [NWP]
–1 Naval air unit conducting strike
–1 Point Detection
–1 Air unit non-Stand-off Strike
+1 Cruise Missile (not Naval Surface Combat)
+x Strike marker on firing naval unit

† Hardened Targets are:
Supreme HQs, Supply Depots, Beachheads, Ports (for Cruise/SCUD only), SCUD/CM Points. Also see GSR.

Results:
- **X:** Installation is Destroyed
  Unit loses a step/Naval unit Eliminated
  Air Defense Track –3
- **2:** Installation/Unit takes Strike 2 marker
  Air Defense Track –2
- **1:** Installation/Unit takes Strike 1 marker
  Air Defense Track –1